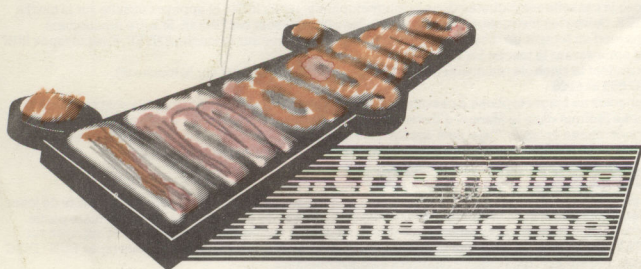


Code 15863

No 108.

Army moves 2 loads at 192

Collins.  
834-571



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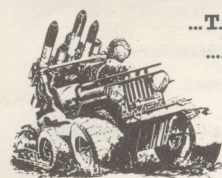
# ARMY MOVES

**DYNAMIC**

**SPECTRUM  
COMMODORE  
COMMODORE DISK  
AMSTRAD  
AMSTRAD DISK**



# ARMY MOVES



**...TARGET... ENEMY NUCLEAR DEVICE...  
...ATTACK... INFILTRATE... DESTROY...**

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## LOADING

### SPECTRUM 48K

This program loads separately in two parts. You will be unable to play part two if you have not previously gained the code number from the end of part one.

1. Place the cassette in your recorder ensuring that it is fully rewound.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or Spectrum + then load as follows. Type **LOAD** (ENTER). (Note there is no space between the two quotes). The " is obtained by pressing the **SYMBOL SHIFT** and **P** keys simultaneously.
4. Press **PLAY** on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.

### SPECTRUM 128K

This program loads both sections in one load, but part two will be inaccessible if you have not discovered the code number from the end of part one.

1. Place the cassette in your recorder ensuring that it is fully rewound.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.

### AMSTRAD CASSETTE

This program loads separately in two parts. You will be unable to play part two if you have not previously gained the code number from the end of part one.

### CPC 464

Place the rewound cassette in the cassette deck type **RUN** and then press **ENTER** Key. Follow the instructions as they appear on screen. If there is a disk drive attached then type **TAPE** then press **ENTER** key. Then type **RUN** and press **ENTER** Key.

(The **|** symbol is obtained by holding shift and pressing the **@** key).

### CPC 664 and 6128

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type **TAPE** then press **ENTER** Key. Then type **RUN** and press **ENTER** key follow the instructions as they appear on screen.

### AMSTRAD DISK


Insert the program disk into the drive with the A side facing upwards. Type **| DISC** and press **ENTER** to make sure the machine can access the disk drive. Now type **RUN** **| DISC** and press **ENTER** the game will now load automatically.

**N.B.** You will be unable to play part two if you have not previously gained the code number from the end of part one.

### COMMODORE CASSETTE

This program loads separately in two parts. If you want to play the second part, you must fast forward the tape to the desired position and load it in. You

**JOYSTICK** Spectrum (Kempston only), Amstrad and Commodore Port 2  
**UP**

**LEFT**  **RIGHT** **N.B. Commodore—Fire 2 — SPACE BAR.**  
**DOWN**

## STATUS AND SCORING

On screen information displays. Points are awarded as follows:-

Helicopter	250	Submarine	1500
Truck	500	Tower	1500
Plane	1000	Bird	Variable
Missile base	500	Men	Variable

You begin with 5 lives on level 1 and a further 9 on level 2 with a bonus life every 25,000 points.

## THE GAME

You are a member of the SOC (Special Operations Core) a crack regiment of Specialist Commandos picked for the most dangerous missions. Locked in a safe at the enemy headquarters is information... information so vital that the turning point of the conflict depends upon its discovery. To get to the headquarters means crossing jungles and deserts, manipulating many forms of transportation and harnessing a variety of weapons systems. Only the best will succeed on this deadly venture... Will you be one of them?

## PLAYING

The game is divided into seven sections each of which must be completed to progress to the next one, finally to the enemy headquarters itself and the vital plans which must be located.

### STAGE 1

Reach the enemy helicopter base with your missile equipped jeep. Transport lorries will try to block your way, eliminate them with ground missiles and take out the helicopters with your air attack systems. Parts of the bridgework may be destroyed in which case you must hop over the damaged parts with your turbo boost (care is needed as this may affect your missile sequencing). Once at the base your next move is to steal a helicopter and begin your flight towards the jungle headquarters.

### STAGE 2, 3, 4

These stages are all completed by helicopter across differing terrains, from desert to sea and then on over the jungle. Avoid the fighter planes sent out to destroy you and watch out for deadly missile silos (STAGE 2), Submarines (STAGE 3), and armed look-out posts (STAGE 4).

The following strategies might help:-

Take off quickly before the first wave of fighters, arrive and pay attention to your altitude — flying low is dangerous but will enable you to win more points (a bonus helicopter for every 25,000).

Vigilance is required to spot the helicopters (refuelling sites), if you don't land on time there is no way back and lack of fuel is fatal. A good landing gains extra points and can be achieved by centering over the airfield).

When you reach the jungle heliport you will be given a code enabling you to proceed towards the barracks.

Switch off the computer and load in the final sections.

### STAGE 5

Now you're on foot and the going gets really tough, negotiate the swamps and break through to the enemy barracks. Enemy guerrillas lob grenades and avoiding the explosions is a must, at night watch out for eyes, they will indicate the enemy's location and grenade source.

Giant Toucans will fly low, scare them away with gunfire and duck to avoid their ferocious beaks which can prove deadly.

In the swamplands jump from island to island but remember when crouching you may not be able to spring far enough to avoid the suffocating quicksand.

### STAGE 6

You've found the barracks, but to reach the main building you must traverse beyond the watchtowers and repel all hostile attacks. The following strategy may help:-

At the beginning of the screen clear the way with hand grenades, this will give you some time to get your bearings.



This program loads separately in two parts. You will be unable to play part two if you have not previously gained the code number from the end of part one.

#### **CPC 464**

Place the reound cassette in the cassette deck type RUN" and then press ENTER Key. Follow the instructions as they appear on screen. If there is a disk drive attached then type | TAPE then press ENTER Key. Then type RUN" and press ENTER Key.

(The | symbol is obtained by holding shift and pressing the @ key).

#### **CPC 664 and 6128**

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the reound tape in the cassette recorder and type | TAPE then press ENTER Key. Then type RUN" and press ENTER key follow the instructions as they appear on screen.

#### **AMSTRAD DISK**

Insert the program disk into the drive with the A side facing upwards.

Type | DISC and press ENTER to make sure the machine can access the disk drive. Now type RUN" DISC and press ENTER the game will now load automatically.

**N.B.** You will be unable to play part two if you have not previously gained the code number from the end of part one.

#### **COMMODORE CASSETTE**

This program loads separately in two parts. If you want to play the second part, you must fast forward the tape to the desired position and load it in. You will be unable, however, to play this if you have not previously gained the code number from the end of part one.

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is reound to the beginning. Ensure that all the leads are connected. Press the SHIFT Key and the RUN/STOP key simultaneously. Follow the screen instruction — PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction. When loading is complete press FIRE BUTTON to start.

#### **COMMODORE DISK**

Select 64 mode. Turn on the disk drive insert the program into the drive with the label facing upwards type load "\*" 8,1 (RETURN) the introductory screen will appear and the program will then load automatically.

**N.B.** You will be unable to play part two if you have not previously gained the code number from the end of part one.

### **CONTROLS**

Spectrum and Amstrad are controlled by either joystick or keyboard and all keys are fully redefinable.

Commodore is controlled by joystick Port 2 and the SPACE BAR.

**KEYBOARD** — Spectrum and Amstrad only.

#### **DIRECTION JEEP**

RIGHT ACCELERATE  
LEFT DECELERATE  
UP JUMP  
DOWN —  
FIRE 1 MISSILE (GROUND  
TO GROUND)

RE 2 MISSILE (GROUND  
TO AIR)

#### **HELICOPTER**

DECELERATE  
ACCELERATE  
TAKE OFF (ASCEND)  
LAND (DESCEND)  
BOMB

AIR TO AIR MISSILE

#### **SOLDIER**

MOVE RIGHT  
MOVE LEFT  
JUMP  
JUMP/DOOR  
GRENADE

MACHINE GUNS

(a bonus helicopter for every 25,000).

Vigilance is required to spot the helicopters (refuelling sites), if you don't land on time there is no way back and lack of fuel is fatal. A good landing gains extra points and can be achieved by centering over the airfield).

When you reach the jungle heliport you will be given a code enabling you to proceed towards the barracks.

Switch off the computer and load in the final sections.

#### **STAGE 5**

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Giant Toucans will fly low, scare them away with gunfire and duck to avoid their ferocious beaks which can prove deadly.

In the swamplands jump from island to island but remember when crouching you may not be able to spring far enough to avoid the suffocating quicksand.

#### **STAGE 6**

You've found the barracks, but to reach the main building you must traverse beyond the watchtowers and repel all hostile attacks. The following strategy may help:-

At the beginning of the screen clear the way with hand grenades, this will give you some time to get your bearings.

Crouching down while shooting and while moving under windows or watch towers will improve your chances and help gain ground.

#### **STAGE 7**

The final test, reach the bunker where the plans are hidden, find the safe and your home and dry. A few tips will help you here:- Be careful with the doors, hide behind them to prevent them being opened. When on the stairs the enemy cannot see you, so make sure the coast is clear before stepping off.

Remember grenades can bounce off walls, study their trajectory with care.

This operation is difficult but essential, your success is a must ... GOOD LUCK

**ARMY MOVES**

**DYNAMIC**

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading. IF FOR ANY REASON YOU HAVE DIFFICULTY IN RUNNING THE PROGRAM, AND BELIEVE THAT THE PRODUCT IS DEFECTIVE, PLEASE RETURN IT DIRECT TO:

**MR. YATES, IMAGINE SOFTWARE, 6, CENTRAL STREET, MANCHESTER. M2 5NS.**

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you, at no charge. Please note that this does not affect your statutory rights.

Spectrum and Amstrad Design, Code and Graphics by Dynamic Software.

Commodore Designed by Dynamic Software,

Coded by Zack Townsend. Graphics by Andy Sleight.

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Produced by D.C. Ward.